

WHAT IS CLAIMED IS:

1. A game machine provided with a game machine casing and a play field having a winning region into which a play medium can enter to achieve a win, comprising:

shooting count storage means for storing a number of the play  
5 mediums available for shooting into said play field;

start designation manipulation detection means for detecting a  
shooting start designation manipulation for designating start of shooting of  
the play mediums into said play field, which is different from a  
manipulation to cause a prescribed member to rotate;

shooting control means for causing a shooting operation of the play  
10 mediums by the number stored in said shooting count storage means into  
said play field to be started in response to detection by said start designation  
manipulation detection means, and causing the shooting of the play  
mediums to be stopped once the play mediums of the number stored in said  
15 shooting count storage means have been shot; and

stop designation manipulation detection means for detecting a  
shooting stop designation manipulation of the play mediums;

wherein said shooting control means causes the shooting of the play  
20 mediums to be stopped in response to detection by said stop designation  
manipulation detection means.

2. The game machine according to claim 1, further comprising  
shooting count display means for displaying the number of the play  
mediums stored in said shooting count storage means in an identifiable  
manner.

3. The game machine according to claim 1, further comprising  
accounting manipulation detection means for detecting a manipulation for  
settling a play result,

wherein said shooting control means causes the shooting of the play  
5 mediums to be stopped in response to detection by said accounting

manipulation detection means.

5 4. The game machine according to claim 1, wherein said shooting control means causes the shooting operation of the play mediums to be restarted when the number of the play mediums that is stored in said shooting count storage means is incremented within a predetermined time period from a time point when the shooting of the play mediums was stopped as the play mediums by the number stored in said shooting count storage means had been shot, even if said shooting start designation manipulation is not effected.

5 5. The game machine according to claim 1, wherein said play field, said play medium and said winning region are displayed as images by an image display device mounted to said game machine.

6. The game machine according to claim 5, further comprising select manipulation detection means for detecting a manipulation for selecting the play field,

5 wherein said image display device displays one of a predetermined number of different kinds of play fields in accordance with a detected result of said select manipulation detection means.

7. The game machine according to claim 1, comprising:  
shooting start designation manipulation means for performing said shooting start designation manipulation; and

5 shooting stop designation manipulation means for performing said shooting stop designation manipulation;

wherein said shooting start designation manipulation means and said shooting stop designation manipulation means are formed of a transparent electrode film.